L Number	Hits	Search Text	DB	Time stamp
1		((three or "3") near2 (dimensional or	USPAT	2003/02/09 17:59
1	7007	dimension)) same (model or modelling)	OSTAT	2003/02/03 17:33
2	445	(((three or "3") near2 (dimensional or	USPAT	2003/02/09 17:59
-	110	dimension)) same (model or modelling))	002111	2000, 02, 03 21.003
		same projection		
3 ,	3	((((three or "3") near2 (dimensional or	USPAT	2003/02/09 18:00
		dimension)) same (model or modelling))		
		same projection) same graphical near2		
		model		
4	95	((((three or "3") near2 (dimensional or	USPAT	2003/02/09 18:03
		dimension)) same (model or modelling))		
		same projection) and (drawing or viewing)		
		near4 (item or object)		
5	35		USPAT	2003/02/09 18:03
		dimension)) same (model or modelling))		
		same projection) and (drawing or viewing)		
		near4 (item or object)) and ((time near3		
_	٥٢	period) or expir\$ or default)	HODAM	2003/02/09 18:07
6	25	"2" same (((two or "2") near2 (dimensional or dimension)) near4 (view or vieport or	USPAT	2003/02/09 18:07
		or dimension)) hear4 (view.or vieport or scene))		
7	15	(((((three or "3") near2 (dimensional or	USPAT	2003/02/09 18:06
] '	1.5	dimension)) same (model or modelling))	OSFAI	2003/02/09 10:00
		same projection) and (drawing or viewing)		·
		near4 (item or object)) and (modif\$ or		
		edit) near4 (drawing or model)		
8	25		USPAT	2003/02/09 18:08
		or dimension)) near4 (view or vieport or		
		scene))		
9	9	(((((three or "3") near2 (dimensional or	USPAT	2003/02/09 18:08
		dimension)) same (model or modelling))		
		same projection) and (drawing or viewing)		
		near4 (item or object)) and (modif\$ or		
i		edit) near4 (drawing or model)) not ("2"	,	
		same (((two or "2") near2 (dimensional or		
		dimension)) near4 (view or vieport or		
		scene))) not (((((three or "3") near2		·
į		(dimensional or dimension)) same (model or		
		modelling)) same projection) and (drawing or viewing) near4 (item or object)) and		
[[((time near3 period) or expir\$ or		
		default)) not (((((three or "3") near2		
		(dimensional or dimension)) same (model or		
		modelling)) same projection) same		
		graphical near2 model)		
		, , , , , , , , , , , , , , , , , , , ,	T.	

A Is. I (AD or CAM

1 Same model same constraint
2 Same three as dimercal
and projection